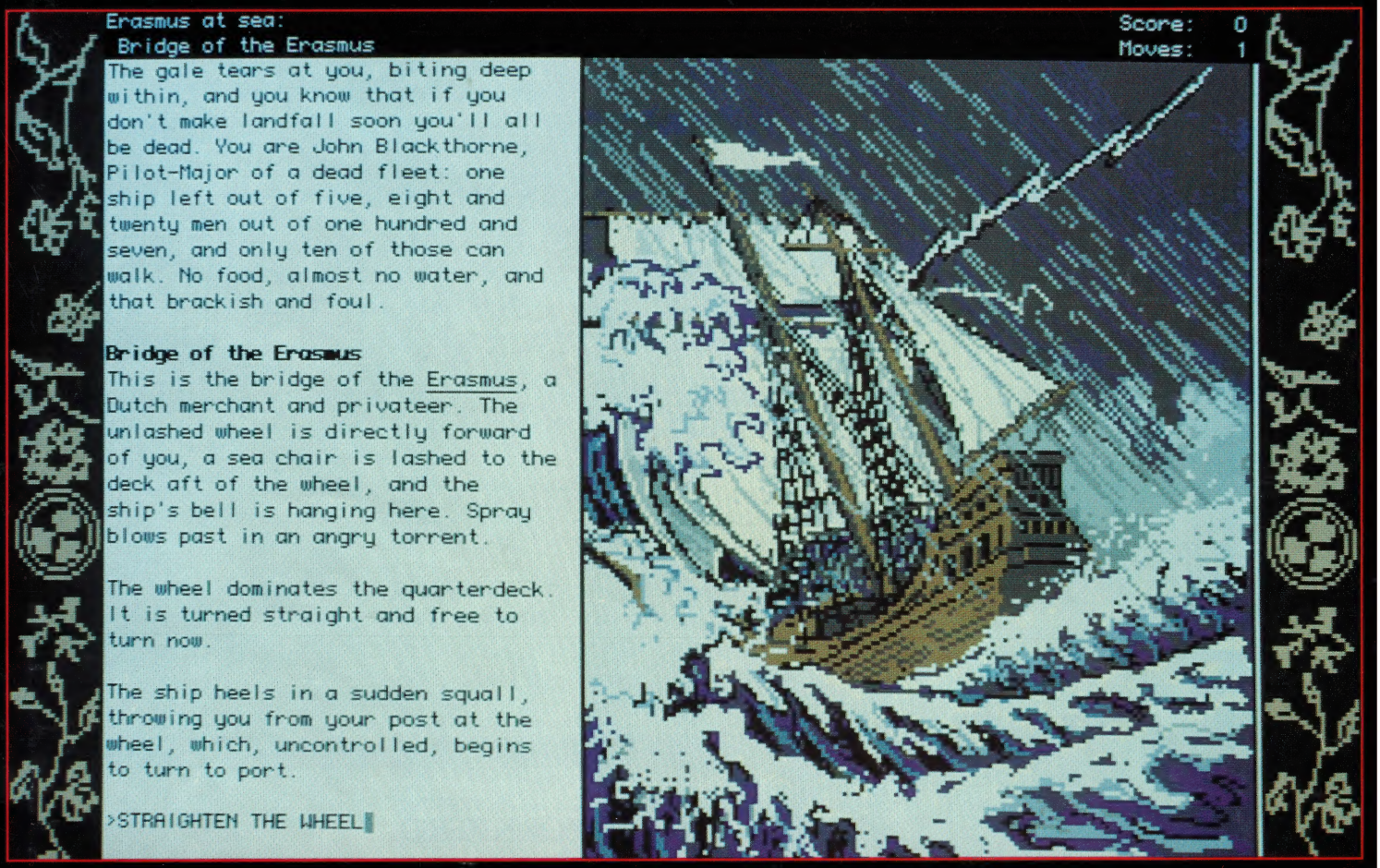
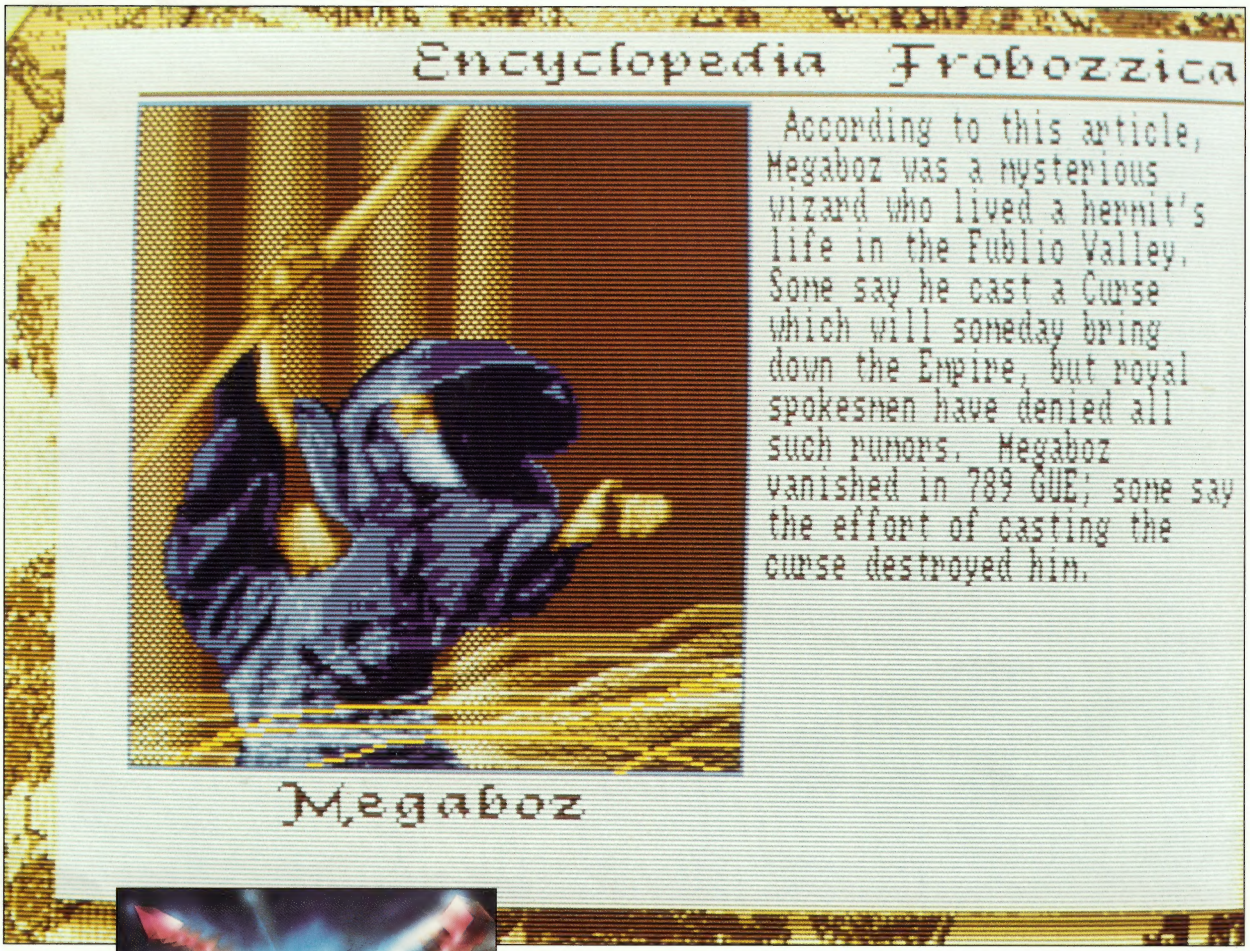
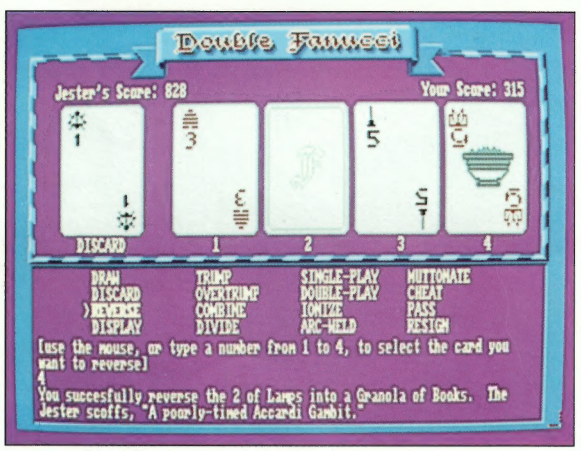


INFOCOM'S NEW GRAPHICS WILL BLOW YOU OUT OF THE WATER...





(Top) You never know who will turn up in the Encyclopedia Frobozzica.

(Center) Look for *Zork Zero* at a software retailer near you.

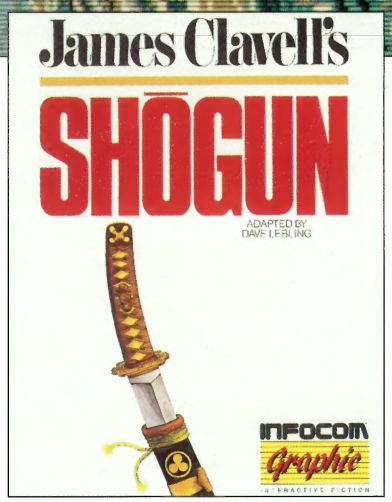
(Bottom) Visual puzzles join the textual teasers in *Zork Zero.*

ZORK ZERO

The game that started it all has a new beginning! *Zork Zero* is the interactive fiction prequel to the *Zork Trilogy,* the best-selling entertainment software product of all time. In *Zork Zero,* a curious jester offers you puzzles, paradoxes and plenty of fun as you seek out objects ranging from the curious to the sublime.

- One million satisfied game players can't be wrong! Discover the origins of the Great Underground Empire in this new and exciting chapter of *Zork.*
- *Zork Zero* integrates graphics into the game play with visual puzzles, illustrated maps and a Zorkian encyclopedia.
- *Zork Zero* includes our most requested features: a friendlier parser for easier typed-in commands, on-screen hints, mapping, optional mouse interface and sound.
- *Zork Zero* is by Steve Meretzky, author of *Leather Goddesses of Phobos, The Hitchhiker's Guide to the Galaxy* and *Planetfall.*
- Your *Zork Zero* package includes the game disk, a secret spell, "Lives of the Twelve Flat-heads" Calendar and an unusual blueprint.
- *Zork Zero* is available for most personal computers. See the order form on the reverse side for machines and prices.

INFOCOM
Graphic
INTERACTIVE FICTION



(Top) In *Shogun*, the world of 16th Century Japan comes alive.

(Center) Infocom's *Shogun* captures the power and drama of the novel.

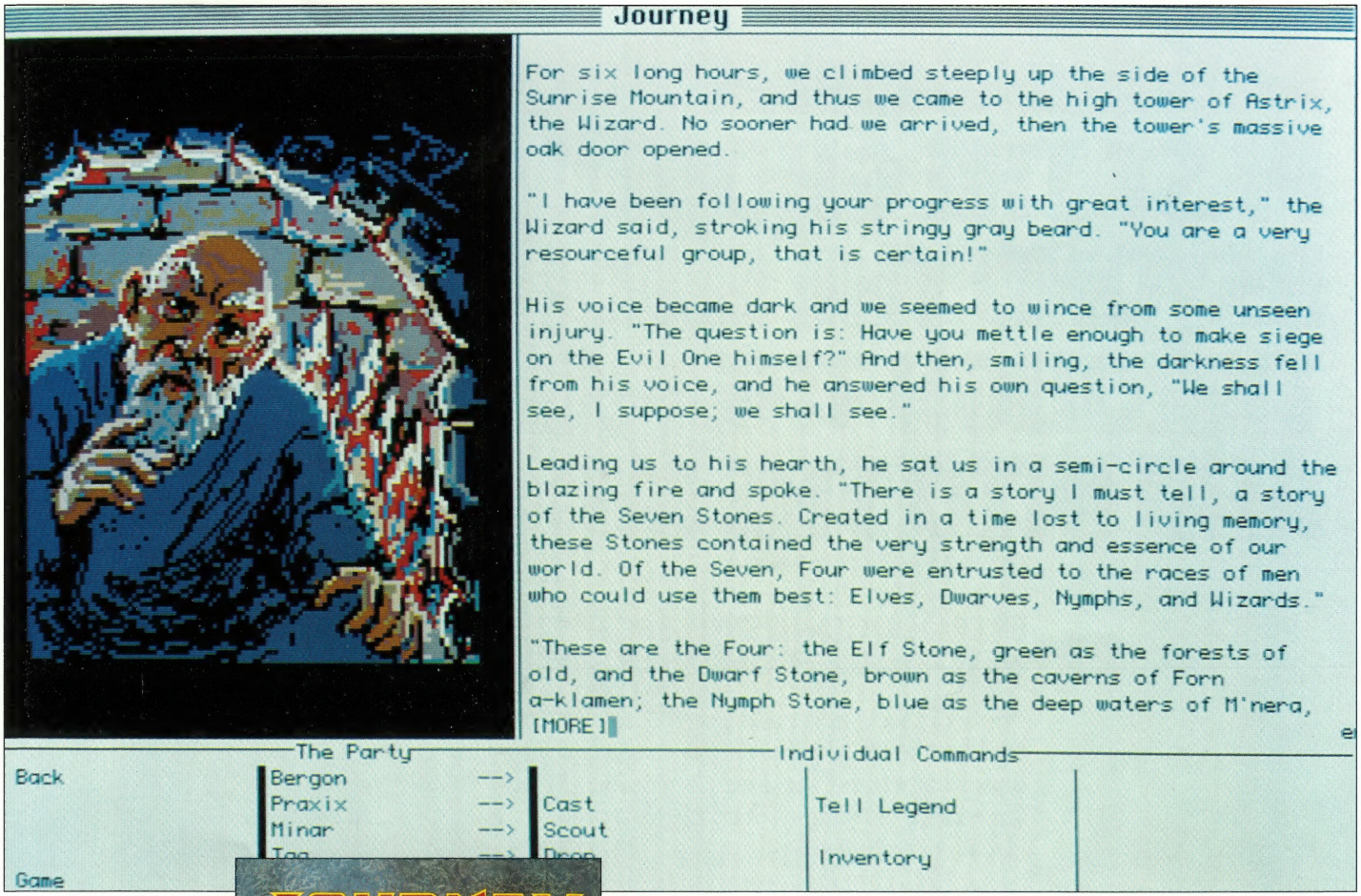
(Bottom) Text and graphics provide the richest storytelling environment ever.

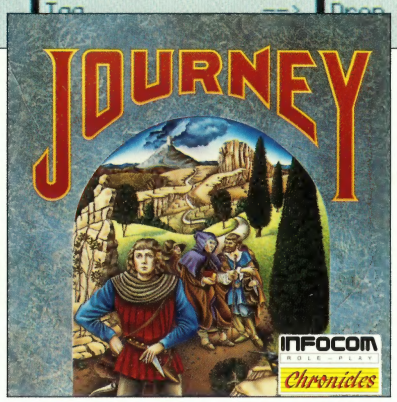
JAMES CLAVELL'S SHOGUN™

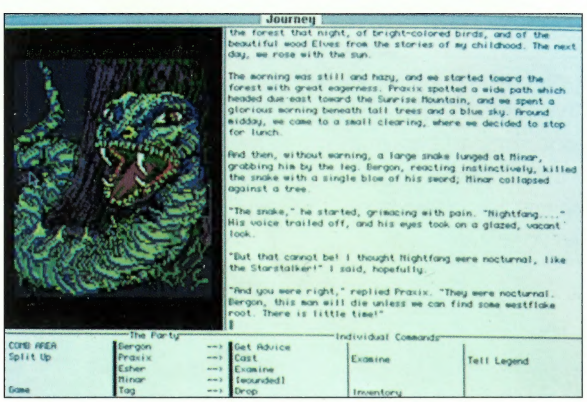
Now James Clavell's compelling saga of power and intrigue in 16th Century Japan comes to life in a riveting work of interactive fiction. You play the English sea-pilot John Blackthorne, a stranger who must learn to survive in the curious world of feudal Japan. How you act, what you say and whom you befriend will determine your fate and the course of the game.

- *Shogun* is an adaptation of James Clavell's novel in which you actually become the hero. If you enjoyed the book or television miniseries, you will love the interactive version of *James Clavell's Shogun.*
- *Shogun*'s breathtaking graphics are designed in the style of 16th Century Japanese painters. You have never seen computer screens like these.
- *Shogun* features on-screen hints and friendlier language interface.
- *James Clavell's Shogun* is a collaboration between two extremely popular authors. Clavell's bestselling novels include Noble House™ and Tai Pan.™ *Shogun* was adapted by Dave Lebling, author of the *Zork Trilogy* and *Enchanter.*®
- Your *Shogun* package includes a game disk, Blackthorne's map of the known world, and a geisha's fan.
- *James Clavell's Shogun* is available for most personal computers. See the order form on the reverse side for machines and prices.

INFOCOM
Graphic
INTERACTIVE FICTION







(Top) Curious creatures and wondrous wizards inhabit the world of *Journey.*

(Center) Ask for *Journey* at your favorite software retailer.

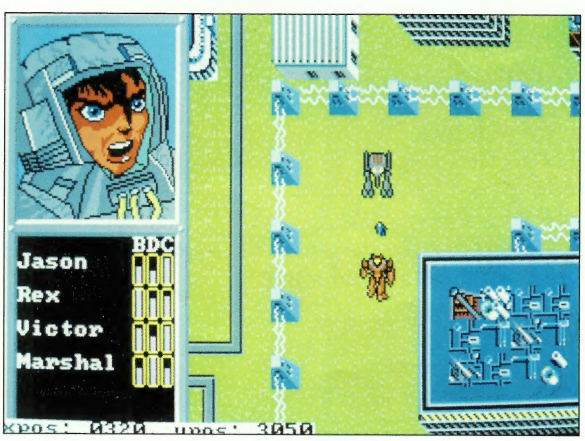
(Bottom) You will have to overcome many obstacles to succeed in your *Journey.*

JOURNEY™

Journey into a world of natural beauty and unnatural magic, a world of monsters and melee, an entirely new world of entertainment software. In *Journey,* you lead a party of four adventurers on a noble quest to save the countryside from evil. Journey combines Infocom's storytelling expertise with the essence of role playing games to create a truly new genre of "role-play chronicles."

- *Journey* can be played entirely on the keyboard, or with a joystick or a mouse. It requires no typing.
- If you like RPG's, interactive fiction or fantasy stories, you'll love the saga of *Journey.*
- Over one hundred stunning graphics give you new vistas to explore at every stage of your quest.
- Favorite Infocom writer Marc Blank, author of *Zork, Deadline*® and *Enchanter,* has developed *Journey* and the new role-play chronicles.
- Your *Journey* package includes a game disk, a beautifully illustrated map and a quartz crystal secured in a velvet pouch.
- *Journey* is available for most personal computers. See the order form on the reverse side for machines and prices.

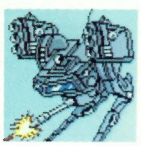
INFOCOM
ROLE-PLAY
Chronicles



(Top) You can plot individual battle strategies or let the computer plan your attack.

(Center) One look at the package tells you that *BattleTech* means business.

(Bottom) Animated outtakes let you zoom in on the action.

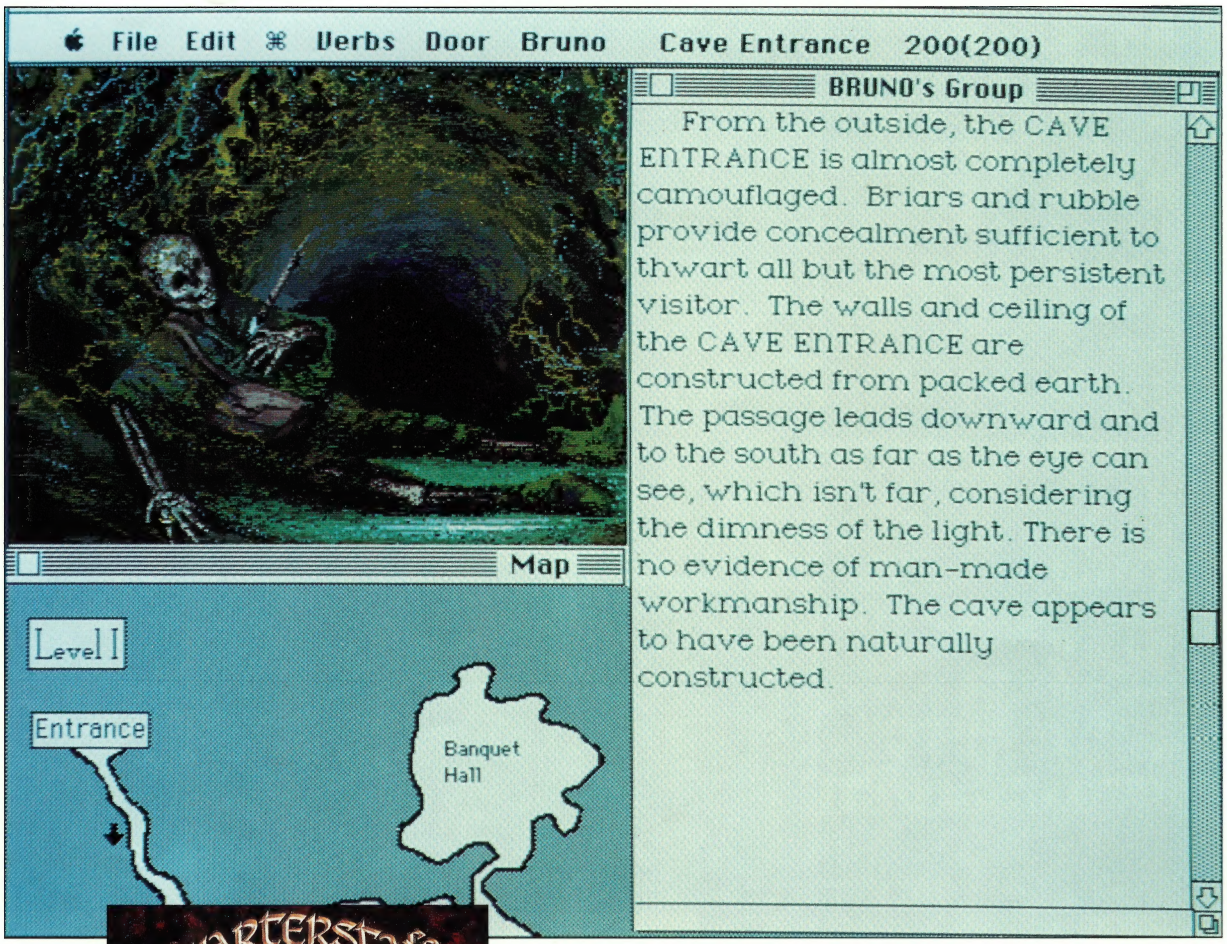


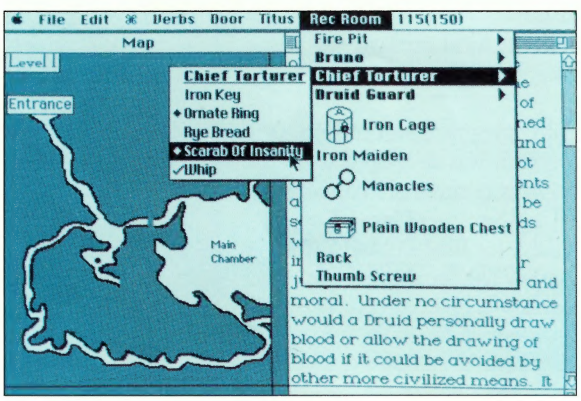
BattleTech®: The Crescent Hawk's Inception™

In the 31st Century, brutal wars are waged in giant machines, and human lives are cheaper than water. In this riveting RPG, you are Jason Youngblood, a warrior cadet who must fight to preserve his planet, his honor and his life.

- *BattleTech* is the first computer RPG set in the riveting BattleTech universe.
- *BattleTech* includes "The Arena," a gladiatorial module you can play again and again to hone your skills and accumulate supplies.
- *BattleTech* features the richness of plot and depth of detail that you have come to expect from Infocom games.
- You will see animated game sequences rendered in the distinctive style of Japanese "monga" comics.
- *BattleTech* features the largest RPG universe ever created, with over four million different locations on the computerized playing board.
- *BattleTech* features the most explosive warfare and complicated strategy of any computer RPG.
- *BattleTech* is a fully integrated part of FASA's BattleTech universe. It was developed with Westwood Associates, creators of Phantasie™ III, Questron™ II and Summer Games.®
- *BattleTech* is available for IBM PC and 100% compatibles, Apple II series and Commodore 64/128. See the order form on the reverse side for specifications and prices.

INFOCOM
RPG
ROLE PLAYING GAME





(Top) Quarterstaff's superb graphics and rich, descriptive text create a riveting gaming experience.

(Center) Quarterstaff is the fantasy role playing game for true RPG players.

(Bottom) Quarterstaff is easy to play using logical, sophisticated menus.

QUARTERSTAFF™: THE TOMB OF SETMOTH™

Three months ago, the Tree Druid Colony vanished without a trace. A search party is sent to discover what fate befell these peaceful people, and to save any who may survive. In *Quarterstaff*, it is your mission to guide this ever-changing band of warriors through cavern and crypt in search of an unknown demon.

- *Quarterstaff* is the first computer role playing game to capture the mood and feel of pen-and-paper RPG's.
- *Quarterstaff* features the most realistic environment of any fantasy role playing game. Characters need to eat and sleep, objects have size and weight, and even monsters have motives.
- The Macintosh version of *Quarterstaff* features the ultimate in Macintosh interfaces, with hierarchical menus, realistic sound, context-sensitive hints and a dynamic map window.
- When *Quarterstaff* was developed by Scott Schmitz and Ken Updike, *Dragon Magazine* gave it a perfect rating. This version is newly refined and enhanced with Infocom's distinctive brand of storytelling.
- *Quarterstaff*'s special in-pack coupon offers Mac II color graphics disk for only $10.
- Your *Quarterstaff* package includes the game disks, a dazzling poster, a mystical ritual parchment and a Druid coin.

INFOCOM RPG ROLE PLAYING GAME

PAST THE GHOULISH CRYPT, BEYOND THE ELFIN CAVERNS, THROUGH THE FUBLIO VALLEY AND INTO THE 31ST CENTURY.

INTRODUCING FIVE SPECTACULAR NEW GAMES FROM INFOCOM.™

We swore we'd never add graphics to our games until we could make the pictures on the screen as compelling as the ones in our mind. And we've kept our promise. Now our screens are bursting with color, form and shadow. And that's not all.

We've meshed storytelling and graphics into exciting new types of games. Role playing games. Interactive fiction. Fantasies. And a curious new hybrid of interactive fiction and traditional RPG's we call "role-play chronicles.™" You've never seen anything like it because we've just invented it.

And every title is jammed full of the most riveting plots, compelling descriptions, and dastardly puzzles ever to fit on a floppy.

Now you don't have to choose between a great story and great graphics. Because Infocom brings you both. Take a look at our pixel-popping new entertainment products. We're sure they will blow you out of the water.

INFOCOMICS™

Yikes! The classic comic book comes to your computer screen! Infocomics have sophisticated cinematic effects like panning, zooming and animation, but are ridiculously easy to use. Priced at just $12.00, there's a fabulous Infocomic fantasy, comedy or superhero adventure for everyone!

SOLID GOLD TITLES

Now you can play Infocom's most popular interactive fiction—*Zork*® *I, The Hitchhiker's Guide to the Galaxy,*™ *Planetfall,*® *Wishbringer*® and *Leather Goddesses of Phobos*®—for just $14.95! Solid Gold titles include the complete game disk, on-screen hints and everything you need to know to play. If you missed any of these classic titles the first time around, you can't afford to pass up Solid Gold for just $14.95.

INFOCOM Order Form

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☐ IBM PC and 100% compatible* (PD-IZ9)	$59.95
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☐ Atari ST† (SD-IZ9)	$59.95
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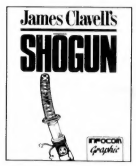

☐ Please send me James Clavell's Shogun for:

☐ IBM PC and 100% compatible* (PD-IA5)	$59.95
☐ Macintosh** (ID-IA5)	$59.95
☐ Apple II series (TD-IA5)	$49.95
☐ Apple II GS (KD-IA5)	$59.95
☐ Atari ST† (SD-IA5)	$59.95
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☐ Please send me Journey for:

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☐ Apple II GS (KD-IJ1)	$49.95
☐ Atari ST† (SD-IJ1)	$49.95
☐ Amiga† (WD-IJ1)	$49.95

☐ Please send me BattleTech for:

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☐ Apple II series (TD-IF2)‡	$49.95
☐ Commodore 64/128 (DD-IF2)‡	$39.95

☐ Please send me Quarterstaff for:

☐ Macintosh†† (ID-IF1)	$49.95

*Requires CGA, EGA, VGA, MCGA or Tandy Graphics. Available December, 1988.
**Also supports color Mac II.
†Available Spring, 1989.

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☐ Please send me Solid Gold Zork I for:

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☐ Commodore 64/128 (DD-IZ1)	$14.95

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☐ Commodore 64/128 (DD-IS4)	$14.95

☐ Please send me Solid Gold Leather Goddesses of Phobos for:

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☐ Please send me Solid Gold Wishbringer for:

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☐ Macintosh (ID-IZ0)	$14.95
☐ Apple II series (TD-IZ0)	$14.95
☐ Commodore 64/128 (DD-IZ0)	$14.95

#Requires CGA, EGA, VGA, MCGA or Tandy Graphics.
‡Available February, 1989.
††Requires Mac Plus, SE or II with 1 MB RAM.
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